

SYSTEM II

PAPERBOY

New excitement from Atari System II, the industry's first true High-Resolution game system.



ATARI
GAMES

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New Paperboy. The game that delivers!

System II features

- Atari System II video graphics present more realistic detail and incredible animation. Almost as much fun to watch as it is to play.
- New high-resolution hardware is also designed to be easily updated with future high-resolution games.
- Stereo music, special sound effects, and voice phrases with specially designed custom JBL speakers enhance game play and attract players.

Paperboy features

- New handlebar bike controller looks and feels like a real bicycle. Allows for a wide range of maneuverability.
- Control characters, sounds, interaction and tons of humor. players feel like they're controlling a cartoon.
- Every game is different. Outcomes and scenarios are ever-changing, depending on how players are progressing and what has been accomplished.
- Unique "Front Page" high score tables. The top scorer gets his name in the headlines! The next two best are mentioned in articles on the front page.
- Players may select easy, medium, or hard difficulty levels.

Paperboy delivers non-stop action.

Paperboy offers plenty of action for paperboys (and girls). Players begin by selecting "Easy Street," "Middle Road" or the "Hard Way" (Note: Only experienced paperboys need apply for the latter two.)

Once the street has been selected, the player is set for the ride of his life! Pushing the handlebars forward accelerates, pulling back results in a radical skid (for those who dare).

The object is simple, the outcome is hilarious. Players use the "Throw" button to deliver papers to the houses on his subscription route. (Most points are scored by hitting the mailboxes.) And for those houses not on the route? heh, heh, heh. Papers can be thrown at non-subscribers' houses to break windows and hit other target objects.

Game play proceeds by days of the week. Each game consists of a 7-day week starting with Monday. The paperboy must get through his route each day and try to make it all the way to Sunday. Every new day offers more excitement and challenge in the form of many neighborhood characters and obstacles. To keep the game going, the player must ride over bundles of newspapers, collect money, and

A unique bonus round is awarded at the end of each day. The player rides through the "Paperboy Training Grounds," a BMX-style course where a wide variety of obstacles and targets are presented to test player skill.

A "Perfect Delivery Bonus" is also awarded if all customers receive papers. Player receives twice the score for each house delivered. Non-delivery or breakage to customer's house loses that customer. The game is over if all customers are lost.

Scoring

Delivery	100 or 250,
Breakage	100-250,
Jumps	200

Operator Options

Operators may select Easy, Medium, or Hard difficulty levels; 3, 5, 6, or 8 player lives; and a bonus every 15,000, 30,000, or 40,000 points or no bonus.

Dimensions

Height: 32 25 in., 385 cm; Width: 25 25 in., 64 cm; Depth: 33 25 in., 86 cm

Paperboy fulfills every paperboy's fantasy. Players are in complete control as they guide the heroic paperboy through the streets of a comical, ever-changing neighborhood. Experience his incredible game now. It's ready to collect big

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